

The Red Rain Case - Gameplay Script
Golden Path Hypothetical Mission 3
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NOTE: The game design and player character of The Red Rain Case does not allow for missions that feature dialogue, golden path or otherwise. As a result, this script will be a reimagining of the game's mechanics and lead character with the same setting and narrative.

NARRATIVE IN: The player is informed by an NPC of the existence of Club Morrow, the night club that Julian Raines spent his time performing at before his disappearance.

EXT. CRIMSON CITY - NIGHT

The player arrives at Club Morrow's location only to find an abandoned building, with a notice on the front door.

WRITTEN NOTICE

Effective immediately, the premises
are closed to the public.

WRITTEN NOTICE (CONT'D)

This action follows the disappearance
of our principal performer, Julian
Raines. Attendance has ceased,
contractual obligations connected to
his presence cannot be met, and the
venue cannot operate safely or
responsibly under the current hysteria
caused by his absence. No further
performances, rehearsals, or private
events will be scheduled.

GAME UI

The Club Morrow Written Notice has
been added to your evidence log!

Once the player closes the UI window with the written notice on it,
they are approached by an NPC.

NOTE: Due to the main character's condition of being unable to discern between humans' voices and appearances, none of the NPCs that interact with the player are named, unless the player themselves deduces their identity.

NPC #7

It's rare to see someone standing in
front of Morrow's doors these days.
Brings up some real sour memories for
all of us.

NPC #7 (CONT'D)

Are you looking for something?

The game's evidence log opens up, prompting the player to present two pieces of evidence to get the information they need out of the NPC.

NOTE: If the player chooses the incorrect evidence, the game flashes red and prompts them to choose again.

NPC #7 DIALOGUE IF THE PLAYER CHOOSES THE CORRECT OPTIONS (An image of Julian Raines performing at the Morrow Club, and NPC testimony stating that the Club Owner and Raines spoke often):

NPC #7 (CONT'D)

You're here for the Raines case, huh?
Well, I hate to tell you, but after
the club closed, Morrow's owner said
he was leaving Crimson City, and none
of us have seen him since.

GAME UI

NPC #7's 1st Testimony has been added
to your evidence log!

NPC #7

Your info was right, though. Owner was
the human that Raines talked to most.
He's the only one who had access to
the club dressing room since he was
the sole owner and employee, so he'd
often check in on Raines before
performances.

GAME UI

NPC #7's 2nd Testimony has been added
to your evidence log!

NPC #7

Door to Morrow is unlocked, though,
none of us had the heart to buy or
build over it, so it's completely
abandoned, but maybe you can find
something interesting inside.

NPC #7 (CONT'D)

Well, good luck, pal. Really hoping
you solve this. We all haven't been
the same since Raines' disappearance.

INT. MORROW CLUB - NIGHT

The player enters the Morrow Club, encountering an empty stage area
with no evidence of note. They move deeper, into Morrow Club's lone
dressing room, and open the door.

The room is in a mess, with a shattered window, and a lot of blood.
Through AB testing, it's revealed that the blood all around the
room is from two different blood types.

The type A blood was around the broken mirror, and a table in the
middle of the room, with small drips leading to the dressing room's
door. The type O blood, on the other hand, was in a massive pool in
the middle of the room.

GAME UI

Type A Blood has been added to your
evidence log!

GAME UI (CONT'D)
 Type O Blood has been added to your
 evidence log!

With this newfound information and its potential ramifications, the player exits the club and confronts NPC #7 once again.

EXT. CRIMSON CITY - NIGHT

NPC #7
 That didn't take long, hope you got
 some good info out of that, pal.

The game's evidence log opens up, prompting the player to present four pieces of evidence to confront NPC #7.

NPC #7 DIALOGUE IF THE PLAYER CHOOSES THE CORRECT OPTIONS (Type A Blood, Type B Blood, NPC #7's 2nd Testimony, and NPC #3's 1st testimony, which stated that Raines' right hand was bleeding during his final performance):

NPC #7 (CONT'D)
 Thank you. I was hoping you would
 figure it out, it was so hard holding
 it all in.

NPC #7 (CONT'D)
 Yes, Owner died in that room. We found
 him with a knife in his gut, and a
 pool of blood underneath him. He no
 doubt took his own life after his
 final interaction with Raines.

NPC #7 (CONT'D)
 Owner was our drinking pal, after not
 hearing from him for 3 days, my pal
 and I searched the entire club and
 found him in a pool of his own blood.

The game's evidence log opens up, prompting the player to present two pieces of evidence to progress this interaction.

NPC #7 DIALOGUE IF THE PLAYER CHOOSES THE CORRECT OPTION (The Club Morrow Written Notice, and NPC #7's 1st Testimony):

NPC #7 (CONT'D)
 Yea, we doctored the notice, and
 spread the rumor that he moved out
 because he took Raines' disappearance
 hard. Didn't want everyone to know how
 our buddy went out.

NPC #7 (CONT'D)
 Sorry for lying. Sorry about
 everything. Thank you for finally
 freeing me.

NARRATIVE OUT: Cutscene 3 plays as a reward for the player.